

GAME BOY ADVANCE™

AGB-A99PEUR

# MEGAMAN

## BATTLE CHIP CHALLENGE



CAPCOM®

INSTRUCTION BOOKLET  
MODE D'EMPLOI  
SPIELANLEITUNG

LICENSED BY

**Nintendo**

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DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

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DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

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# BATTLE CHIPS RULE!

World Date 20xx: It's the network era! Internet technology is highly advanced, and everybody uses it! The newest revolutionary device is the hand-held "Personal Terminal," affectionately known as "PET."

PET is a telephone AND an email messenger. But it's also much, much more. It can turn into a text book and a newspaper. Most amazingly, it contains Net Navigation – a half-robot/half-utility program that can move right into and through the Internet with near-human qualities and capabilities!

Each person has a unique "Net Navi," and many people become fast friends with their Internet alter-egos! Net Navis have a special mission in the Internet. It's their job to fight computer viruses that can destroy healthy programs. These fights are called "Net Battles." The toughest network battlers compete for prizes.

The latest challenge, the Battle Chip Grand Prix, is the biggest competition ever. Its major sponsor sent emails worldwide to recruit the best Net Battlers from all over the globe. The winner gets the world title.

It's time to find out who's the best Battle Chip Challenger and World Champ!

GENTLEMEN, START YOUR NET NAVIS!

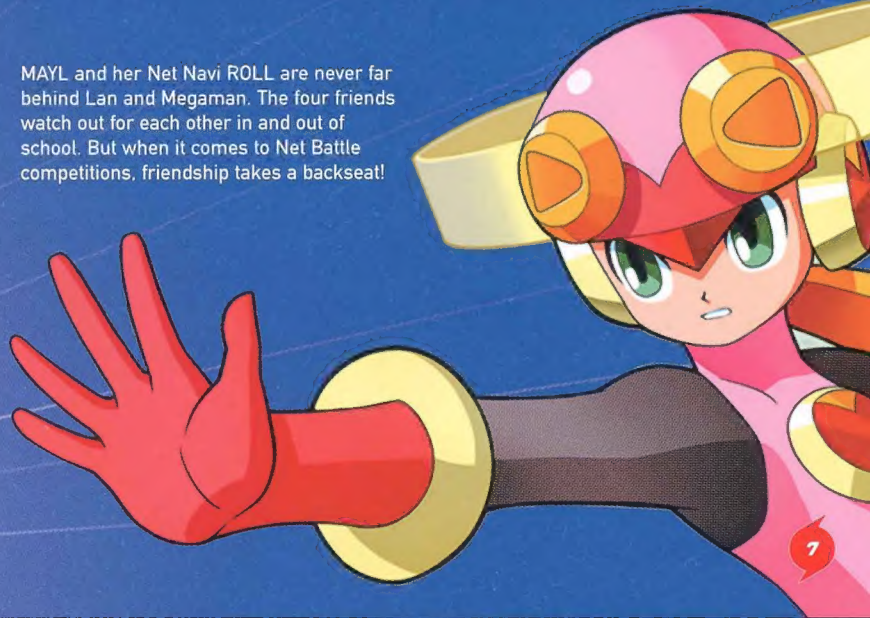




## NET BATTLERS

LAN would rather go virus busting than go to school! He and his Net Navi MEGAMAN are the best Net Battle team at Akihara Elementary. They have a good shot at the Battle Chip Grand Prix title.

MAYL and her Net Navi ROLL are never far behind Lan and Megaman. The four friends watch out for each other in and out of school. But when it comes to Net Battle competitions, friendship takes a backseat!





## NET BATTLERS CONT.

KAITO idolizes Lan and copies everything he does. He wants to be a mechanic like his dad, and his backpack is always full of tools. He invented a Formula machine for his Net Navi, TURBOMAN, for fighting Net Battles. This is his first Battle Chip Challenge.

MARY is the new kid at school. She's an exchange student and still feels shy. RING, her Net Navi, is bolder and always pushes Mary to try harder. It's anybody's guess how they'll place in the Battle Chip Challenge.

There's always a class bully. Akihara Elementary has a class bully team – DEX and GUTSMAN! They have yet to beat Lan and Megaman. They think the Battle Chip Grand Prix is a good place to start!

CHAUD already holds Net Battle titles. His cool personality is a good foil for Lan's impulsiveness and Dex's bratty behaviour. With PROTOMAN, his Net Navi, Chaud figures he'll come out on top in the Battle Chip Grand Prix!





# CONTROLLER



## CONTROL PAD

- Move cursor

## A BUTTON

- Confirm selections
- Send battle messages manually

## B BUTTON

- Cancel selections
- Send battle messages automatically

## START

- Organise chips in Program Deck
- Open Action Plan Menu in battle

## L BUTTON

- Turn Action Plan pages backward

## R BUTTON

- Turn Action Plan pages forward.

## CONTROLLER CONT.

### MULTIPLAYER SETUP



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

#### YOU NEED:

- 2 Game Boy Advance™ systems
- 2 MegaMan™ Battle Chip Challenge Game Paks
- 1 Game Boy Advance™ Game Link™ Cable

#### MAKING THE CONNECTION

1. Make sure the power of both Game Boy Advance™ systems is OFF.
2. Insert a MegaMan™ Battle Chip Challenge Game Pak into each Game Boy Advance™ system.
3. Connect the Game Boy Advance™ Game Link™ Cable to the external extension connector on both Game Boy Advance™ systems. Turn on the systems.

#### IMPORTANT:

The system connected to the smaller plug is 1P.

#### NETWORK PLAY

With two Game Boy Advance™ systems connected by a Game Boy Advance™ Game Link™ Cable, two players can play MegaMan™ Battle Chip Challenge simultaneously. When you are ready for network play, select LINK in the Subscreen.

The Game Boy Advance™ Game Link™ Cable may malfunction if:

- It is not for the Game Boy Advance™ system.
- It is not connected correctly or has become disconnected.
- It is connected to the cable.
- More than two Game Boy Advance™ systems are connected.

# GETTING STARTED

## MAIN MENU

A few moments after you turn on the power, you'll see the Title Screen. Press START to see the Main Menu of game modes.

- Use the Control Pad to choose a game mode.
- Then press START or the A Button to confirm your selection.



The game modes are

- START – Play a brand new game from the start.
- CONTINUE – Resume a saved game.

## SOFT RESET

Press START + SELECT + the A or B Button to soft-reset the game back to the Title Screen. Then select Continue if you want to resume the game.

This is an easy way to interrupt your current game and resume it from your last save.

## SELECTING A CHARACTER

Before starting gameplay, choose your Operator and Net-Navi combo. These are the players who will fight your Net Battles.



## REGISTERING YOUR NAME

Create a name (using up to 4 characters) for your Battle Chip GP entry. When you're done, move the cursor to OK and press the A Button.

- Your entry name is used as a password when you register Net Navis. (See page 29.)
- Don't use game characters' names
- Use a Net Navi Code as an entry name to register data.





# GAME OPTIONS

## GAME OPTIONS SCREEN

Program your Net-Navi and use it to win the Battle Chip GP!

Choose one of the options from the Game Options Screen:

- Pet – Edit Net-Navi programs and your Net
- Battle Chip GP – Enter the Battle Chip Grand Prix tournament. (See page 21)
- Free Battle – Fight another Net Battler in single battles. (See page 22)
- Shop – Buy Battle Chips. As you progress, new Shops with more Battle Chips will open up. (See page 23)

- Battle Holding – Use the Net-Navi Codes you've collected to set up your own Net Battle tournament.



# PET

Edit the Net Navi Program Deck and manage your system data.

Options are:

- Program Deck – Combine Battle Chips to edit the Program Deck. (See page 18)
- Chip Folder – Edit the Chip Folder you'll use in tournaments. (See page 20)
- Net Navi – See your Net Navi Codes, status and player scores.
- Data Library – See the Battle Chips you possess and your Navi Chip data. (See page 20)
- Email – Read emails you've received from other game players. Select an email with the cursor and press the A Button to read it.

- Save – Save your game at your current point. Select Continue on the Title Screen to resume a saved game.
- Communications – Exchange Net Navi Codes and get into an on-line battle. (See page 29)

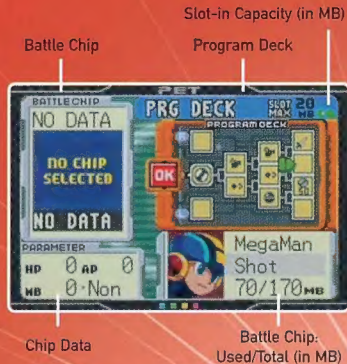


## PET CONT.

### PROGRAM DECK

The Program Deck controls your Net Navi during battle. Battle Chips in the Program Deck hold the fight commands you want your Net Navi to perform. You can set up the chips in your Program Deck on the Programming Screen:

- Use the Control Pad to move between the Program Deck and Folder Screen and choose the two chips you want to switch.
- When a chip is selected, press SELECT to see its description.
- After choosing both chips, press the A Button twice to complete the switch.



### PROGRAMMING RULES

Set up your Program Deck by following these rules:

- The Program Deck can hold 1 Navi Chip and up to 11 Battle Chips.
- The Program Deck's capacity must be less than the Net Navi's capacity.
- The Navi Chip panel can only hold Navi Chips. Also, you cannot put Navi Chips into any other panel.
- Battle Chip capacity must be equal to or smaller than the Slot capacity.
- Press START to organise your chips.

### PROGRAMMING STRATEGY

For maximum effect, try these tips:

- Set your strongest Battle Chips in panels B, C and E. Since these panels are chosen most often, you'll have the best chance of winning.
- Set your next strongest chips in panels D, F, H and I. These are chosen less often than B, C and E.
- Place any remaining chips in panels G and J.
- Place Guard chips in panels B and C. These panels are chosen by the Program Deck. The Navi Chip takes the last action.

## PET CONT.

Chip Folders hold extra Battle Chips. As you progress in the game, you'll earn more folders. Folders marked with E are currently equipped. When you set up your Program Deck (see page 18), you can only use the 30 chips in the equipped Chip Folder. Make sure you gather a powerful collection of chips in your folder to set up your Deck for tough, continuous battle.

The Data Library is an illustrated book of Battle Chips. You can register here to see the chips you've acquired. Stars next to the chips rate how difficult they are to acquire.



## BATTLE CHIP GP

Choose this to enter the Battle Chip Grand Prix tournament.

- First, register in the E Class.
- Then choose a tournament to join in. This will cost you Zenny (the game's money). You can earn Zenny in Free Battle. (See page 22)
- If you win, you can take away your opponent's Navi Chip. You may also get your opponent's Battle Chips.
- Rank in 4th place or higher to qualify for the next tournament level.





# FREE BATTLE

Here you can fight single battles against other Net Battles for your own amusement.

- First choose your battle mode (must be a mode that is available to you). Do your best to obtain a victory (victory is decided by the difference in Net Battles).
- The more you win, the more Zenny you'll earn. If you already win, you may acquire Navi Chip.



# SHOP

Come here to purchase Battle Chips for your Program Deck. The chips selection is random, but if you buy them in bulk, you'll get at least one free chip.

**REMEMBER:** After buying chips, you must put them in a Chip Folder before you can use them in your Program Deck.

## BATTLE CHIP ATTRIBUTES

All Battle Chips have an attribute: Water, Fire, Electricity, Wood and None. Their attributes affect the order to actions. The Water attribute takes action first, followed by Fire,

Electricity and Wood. A chip with the None attribute always takes action last.

If you encounter an advantaged attribute such as Water or Fire, you might incur more damage than you expect.

- Choosing a chip with the same attribute as the opponent's chip causes even greater damage.

# BATTLE

## BASIC SCREEN

Battle is conducted automatically by your Net Navi and Program Deck. When a battle starts, the Program Deck Screen appears.

- The Action Plan indicates the Battle Chip in action with a white Action Ring. As the Battle Chip takes damage, the Action Ring turns blue, then yellow, and then red. If the Battle Chip is destroyed, the Action Ring turns black.
- While viewing the Program Deck, you can select an Action Plan by pressing the L or R Button. Action Plan selection is available when the Slot-In Gauge is at 50% or higher.

# BATTLE CONT.

## BATTLE SCREEN

The Action Plan you choose determines how the battle progresses.

- Message Window – During battle, press the A Button to send battle messages. Press the B Button to speed up the message display. During this time, the cursor below the screen turns red. (The Message Screen will not appear until each chip action is completed.)
- Retry – Reset the battle to play it from the beginning. (When you Retry a battle, your Bursting Level is decreased. See page 27.)

- Program Deck – Check on your Program Deck.

- Quit – Quit the battle and return to the PET Screen.

## BATTLE RULES

Battles are one-on-one. When battle starts, select your Action Plan from your Program Deck.

- Action Plans determine what actions your Net Navi will take during the turn. They are used automatically in order from the left side of the Navi Chip Panel.

## BATTLE CONT.

- Action Plan selection is possible when the Slot-In Gauge is at 50% or higher. Up to 4 chips can be used in one turn.

BE ALERT: sometimes a blank panel is chosen, with no battle chips.

- Once the Action Plan is selected, battle starts.

For the screen on the left, Action Plan selection occurs in this order:

1. Left-hand chip under 1st row
2. Middle chip under 2nd row
3. Right-hand chip under 3rd row
4. Navi Chip action

- The first row of each Battle Chip determines which players will fight. In the 2nd row, the two players fight. In the 3rd row, the two Net Navis fight.
- The action's order depends on each battle chip's attributes. (See page 23)
- If a chip is missing, the opponent chip wins by default.
- During the action, the Battle Chip or Net Navi may incur damage. If all the HP for a Battle Chip are used up, the chip will be destroyed and disappear.
- When all the actions are over, the turn is over.

## BATTLE CONT.

### SLOT-IN PANELS

If you've placed Battle Chips in Slot-In Panels, press the L and R Buttons during battle to use the pre-set chips.

- Slot-In chips can only be used once, so try to use them effectively.
- Be sure to slot-in. If you don't, the chips in the Slot-In Panel won't do you any good.
- The Slot-In Gauge shows how you're doing (100% is the highest score).
- Slot-In Panels can only be used for one battle. You must set them up again for the next battle.

### RESULT

- If you can drop your opponent's Navi HP to 0, you win!
- Battles end after 10 turns. Then, the fighter with more depleted battle chips wins. In case of a tie, the fighter with less damage wins. If a winner can't be decided, the computer randomly picks a winner.
- Busting Level is based on battle technique. The higher your Busting Level, the higher your chance of acquiring your opponent's Navi Chip.
- If you win, you'll receive Zenny as your award.



# STAGE YOUR OWN BATTLE

## STAGE YOUR OWN BATTLE

You can set up your own Battle Chip Tournament. You will need a Net Navi Code and Zenny to make this happen. A large scale tournament requires lots of Net Navis and Zenny.

Other players can join your tournament with their equipped Program Decks and Net Navis.

## CUSTOM TOURNAMENT RULES

- You must use the same Program Deck from the start to the finish of the tournament. You can't change your Program Deck before each battle.

- Slot-in occurs automatically, with varied timing.
- Each player can register only one Net Navi Code. (See page 29)
- Other rules are the same as for standard battles.
- Surviving in the tournament is difficult. Acquiring awards and/or Battle Chips increases your chance of winning. Your toughest competitor is yourself!

# BATTLE HOLDING & COMMUNICATIONS

## BATTLE HOLDING

- Register your friends' Net Navis. Registered Navi data are saved, and your friends can then enter your tournaments as battle holding players.
- To register, select Net Navi Registration. Enter the person's Entry Name, Net-Navi Code, and other appropriate data.
- For other players to register your Net Navi, you need to supply your own Entry Name and Net-Navi Code. Confirm your Net Navi Code on your PET Screen's Program Deck or Net Navi option.

## COMMUNICATIONS

Join in Net Battles with your friends, using a Game Boy Advance™ Game Link™ Cable. (For set-up, see page 12) Once the hardware is set up, choose Communications on the PET Screen to begin play. When the Net Battle is over, it automatically saves the data.

- Choose between Normal and Random stages. The winner gets randomly chosen chips from the loser. (The loser's chips do not decrease)
- Exchange Net Navi Codes with your pals. Exchanged codes are automatically registered.

## The PEGI age rating system:

Age Rating categories:

Les catégories  
de tranche d'âge:



**Note:** There are some  
local variations!

**Note:** Il peut y avoir  
quelques variations en  
fonction du pays!

Content Descriptors:

Description du contenu:



**BAD LANGUAGE**  
**LA FAMILIARITÉ**  
**DE LANGAGE**



**DISCRIMINATION**  
**LA DISCRIMINATION**



**DRUGS**  
**LES DROGUES**



**FEAR**  
**LA PEUR**



**SEXUAL CONTENT**  
**LE CONTENU SEXUEL**



**VIOLENCE**  
**LA VIOLENCE**

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungssystem (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

**Game Boy Advance Game Pak conforms to:**

**Game Boy Advance Game Pak geprüft nach:**

**Game Boy Advance Game Pak en accord avec:**

**Game Boy Advance Game Pak getest volgens:**

**Game Boy Advance Game Pak cumples:**

**Game Boy Advance Game Pak è conforme a:**

**Game Boy Advance Game Pak oppfyller kraven enligh:**

**Game Boy Advance Game Pak oppfyller kravene til:**

**Game Boy Advance Game Pak täyttaa seuraavat vaatimukset:**

**Game Boy Advance Game Pak passer sammen med:**

– TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3

– EMC Directive (89/336/EEC)



**Nintendo**

D-63760 Großostheim

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